

MATHEMATICS: Numbers		
	What a child is learning	What adults could do and/or provide
Birth – 11 months	<ul style="list-style-type: none"> • Notices changes in number of objects/images or sounds in group of up to 3. 	<ul style="list-style-type: none"> • Cooking- making welsh cakes and Easter cakes • LTN or in the garden- children to experience nature, let them lay down in the grass, feel different materials such as leaves, sticks... • Number songs • Songs in different languages that includes numbers • Songs from different cultures • Mobiles, treasure baskets- make collection of natural objects during the LTN e.g. corns, leaves, sticks
8 – 20 months	<ul style="list-style-type: none"> • Develops an awareness of number names through their enjoyment of action rhymes and songs that relate to their experience of numbers. • Has some understanding that things exist, even when out of sight 	
16 – 26 months	<ul style="list-style-type: none"> • Knows that things exist, even when out of sight. • Beginning to organise and categorise objects, e.g. putting all the teddy bears together or teddies and cars in separate piles. • Says some counting words randomly. 	<ul style="list-style-type: none"> • Use pictures as a label to organise the toys • What's the time Mr Wolf • Animal sorting- groups , colours, size • Words/ numbers in different language • Language of the week • One to one correspondence e.g. snack time- one cup one child • Singing a special song at the end of the day- e.g. leaving song, Hello song • LTN- Making collections and then asking the children to sort them out • Tidying up toys- label the boxes • Say numbers in everyday situations- e.g. buttons • Saying random number words, counting the tadpoles • Easter baskets- hide and seek games • Treasure hunt in the garden- Easter egg hunt • Grouping the objects, counting, sorting
22 – 36 months	<ul style="list-style-type: none"> • Selects a small number of objects from a group when asked, for example, <i>'please give me one'</i>, <i>'please give me two'</i>. • Recites some number names in sequence. • Creates and experiments with symbols and marks representing ideas of number. • Begins to make comparisons between quantities. • Uses some language of quantities, such as <i>'more'</i> and <i>'a lot'</i>. • Knows that a group of things changes in quantity when something is added or taken away. 	<ul style="list-style-type: none"> • Chinese New Year- look at the different patterns • Sand tray. Water tray play, sand saying more, a lot, less- begin to use the language of comparing • Mimic me games • Passport tickets- going to different places • LTN- look at the different footprint of the animals • Counting- one more, less

		<ul style="list-style-type: none"> • Hot cross bun in the bakers shop- counting song • Cooking- more sugar, less water • Hot Crass Bun songs • Counting daffodils petals, shamrocks • Race for CNY- ordinal number, who is first second. last • Role playing- Chinese New Year, Easter eggs shop. • Making comparisons- one more, two less, • Pancake Day- counting the pancakes, counting the flips • Writing in different language- Chinese numbers- invite the parents. • Experiment with Chinese numbers • Say numbers in different languages, compare similarities in how they sound
30 – 50 months	<ul style="list-style-type: none"> • Uses some number names and number language spontaneously. • Uses some number names accurately in play. • Recites numbers in order to 10. • Knows that numbers identify how many objects are in a set. • Beginning to represent numbers using fingers, marks on paper r pictures. • Sometimes matches numeral and quantity correctly. • Shows curiosity about numbers by offering comments or asking questions. • Compares two groups of objects, saying when they have the same number. • Shows an interest in number problems. • Separates a group of three or four objects in different ways, beginning to recognise that the total is still the same. • Shows an interest in numerals in the environment. • Shows an interest in representing numbers. • Realises not only objects, but anything can be counted, including steps, claps or jumps. 	<ul style="list-style-type: none"> • Measuring tape- use in the garden, measure lengths, depths, hole in the garden • CNY- role play, write menus, prices for dinner • Easter eggs- different patterns, shapes of eggs- matching opportunities • Hide objects in the garden- animals e.g. can you find me 5 dogs etc • Wring shopping list, counting money- go to Waitrose to buy it • Occupations- talk about different jobs • Pancake day- fractions e.g. cut in half, quarters • Setting up the shops- using money, provide labels • Number problems in real life situation • Matching objects to numbers, saying them, draw dots to represent the number • St David’s Day- Welsh cakes- one cake for one person. How many cakes do we need for 8 children? • Outdoor play- busses and trains- how many passengers, pay for the tickets, set up row of chairs, conductor- introduce language such as more and lot, please give me one more, one less • Easter number songs- invite the parents for the Easter egg hunt • Easter- counting eggs, compare sizes

		<ul style="list-style-type: none"> • St David's Day- planting the seeds, count the number of seeds, compare the sizes, say big, bigger, the biggest • Mardi Gras-carnival, compare different costumes, sizes, show interest in different culture
40 – 60 months	<ul style="list-style-type: none"> • Recognise some numerals of personal significance. • Recognises numerals 1 to 5. • Counts up to three or four objects by saying one number name for each item. • Counts actions or objects which cannot be moved. • Counts objects to 10, and beginning to count beyond 10. • Counts out up to six objects from a larger group. • Selects the correct numeral to represent 1 to 5, then 1 to 10 objects. • Counts an irregular arrangement of up to ten objects. • Estimates how many objects they can see and checks by counting them. • Uses the language of 'more' and 'fewer' to compare two sets of objects. • Finds the total number of items in two groups by counting all of them. • Says the number that is one more than a given number. • Finds one more or one less from a group of up to five objects, then ten objects. • In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting. • Records, using marks that they can interpret and explain. • Begins to identify own mathematical problems based on own interests and fascinations. <p>Early Learning Goal Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.</p>	<ul style="list-style-type: none"> • Game- estimate and compare real order of places in the race • Parents to make the pancakes • Real life money problems • Chinese new year- shops, labels, money • Story in the pictures- put them in the right order • Real life occupations solving problems- e.g. fire in the woods, what happens to the animals • Window shop display e.g posters and labels for the shop • Australia day- count the animals, make up a race, who came first, second, last • Making a pictogram for favourite topping for the pancake, which had fewer? More? • Pancakes- counting the flips as tossing, how many in total, what is one less, one more? • Invite parents for the pancake race • Show on the calendar when the different festivals are • Introduce days of the weeks, months, seasons, count down number of days to the festival • Make own calendar- birthdays, festivals- put a sticker on the day when your birthday is. • Pancake day- tossing the pancake, count the number of pancakes, compare- introduce more and fewer, big and small. • Introduce adding and subtracting with more able- during the role play such as shopping • Fat Tuesday= Mardi Gras - introduce many/ much/ more - compare- eat little, less of food- healthy and non-healthy food.
MATHEMATICS: Shape, space and measure		
	What a child is learning	What adults could do and/or provide
Birth – 11 months	<i>Babies' early awareness of shape, space and measure grows from their sensory awareness and opportunities to observe objects and their movements, and to play and explore.</i>	<ul style="list-style-type: none"> • Family photos • Sensory trays- babies to explore the feelings of the

	See Characteristics of Effective Learning - Playing and Exploring and Physical Development	<p>pancakes</p> <ul style="list-style-type: none"> • Introduce different culture through food- e.g. noodles, paella • Soft toys of Australian animals • Mothers Day- photo of their mum • Sensory baskets full of different shapes- theme objects linked to the topics- Easter eggs, • Look at different artefacts from different countries- talk about the countries e.g. Chinese
8 – 20 months	<ul style="list-style-type: none"> • Recognises big things and small things in meaningful contexts. • Gets to know and enjoy daily routines, such as getting-up time, mealtimes, nappy time, and bedtime. 	<ul style="list-style-type: none"> • Compare sizes of the animals • Visual timetable- show picture for each activity • Routines- now and next board- picture of the activity stuck on the velcro- post it when the activity has now finished • Create routine poster- draw together poster, stick pictures of the daily activities • Animal relationships e/g/ baby and the mothers- big rabbit and bunnies, dog and puppies, cat and kittens, lamb and sheep.
16 – 26 months	<ul style="list-style-type: none"> • Attempts, sometimes successfully, to fit shapes into spaces on inset boards or jigsaw puzzles. • Uses blocks to create their own simple structures and arrangements. • Enjoys filling and emptying containers. • Associates a sequence of actions with daily routines. • Beginning to understand that things might happen 'now'. 	<ul style="list-style-type: none"> • Multicultural puzzle- a selection to complete • Use blocks/ cardboard boxes to make famous buildings • Cook birthday cakes- start with planning e.g. write a list of ingredience and buy them • Sequence for the recipe • Musical instrument- count the number of beats, faster, slower • Make bread for Easter story • Water paly, sand- filling containers- use flour, colour powders for the festival • Table with jigsaws- make their own puzzles, cut the photos of the family and put them back together. • Birthday charts- Photo of the children- Whose birthday is next? Soon? • Fill/ empty containers- Chinese New Years- fill the containers with the noodles and the rice • Cooking- Weigh rice, potatoes, noodles • Cardboard boxes- Construction building- shapes, sizes-

		<p>describe sizes, compare</p> <ul style="list-style-type: none"> • Use photos of Sydney Harbour bridge, Opera House and encourage children to have a go at building them using the wooden blocks • Visual timetable- introduce vocabulary such as before, later, now, soon, next- link to the festivals that we celebrate
22 – 36 months	<ul style="list-style-type: none"> • Notices simple shapes and patterns in pictures. • Beginning to categorise objects according to properties such as shape or size. • Begins to use the language of size. • Understands some talk about immediate past and future, e.g. 'before', 'later' or 'soon'. • Anticipates specific time-based events such as mealtimes or home time 	<ul style="list-style-type: none"> • Feeley boxes- what's in the box games, count the number of objects • Sand timers to take turns, count down, measure time and compare • Australian flag- count the stars, stripes, look at other flags from different countries • Mix and match the potatoes patterns- print and work out which potatoes it is • Easter story- act it out- different between the past and the future • Guess games e.g. how long till snack time? Home time? • Easter- patterns on the eggs • Grouping the eggs by the patterns, recognise different patterns • Making the pancakes-buying the ingredient, cooking, eating- introduce before, later • CNY race- size of the animals- big, small • Ordering the daffodils by the size • Matching the patterns on the eggs- e.g. half the eggs and find the matching other half. • Look at the patterns on the dragon, on the frogs. • Make pancakes- measure ingredience, how long does it take to make a pancake. • Anticipate events- snack time, tidy up time • How long does it take to get to the shop- walking, by bus, by train. • Recognise patterns- Mother's day, decorate eggs. • Chinese New Year- patterns on the bunting
30 – 50	<ul style="list-style-type: none"> • Shows an interest in shape and space by playing with shapes or making arrangements with objects. 	<ul style="list-style-type: none"> • Make a numbered list of thing to do

<p>months</p>	<ul style="list-style-type: none"> • Shows awareness of similarities of shapes in the environment. • Uses positional language. • Shows interest in shape by sustained construction activity or by talking about shapes or arrangements. • Shows interest in shapes in the environment. • Uses shapes appropriately for tasks. • Beginning to talk about the shapes of everyday objects, e.g. 'round' and 'tall'. 	<ul style="list-style-type: none"> • Simon says- games giving instructions using positional language • Positional language- group time games with different animals e.g. kangaroo is on top of my head • Shape hunt- find tree squares • Family- how many sisters, cousins? Where do they live- big/ little house. Where do they come from- country • Shape games- can you find a circle in the room • Cooking- measure the weight • Non standard units- how many sticks is a table long? • Games with positional language e.g. put the book under the table, on the table, next to, in front, beside • Car park- e.g. zebra crossing, find different shapes • Making signs and shapes in the garden e.g. stop sign, traffic lights • Timetable for shopping trip- who is going next? • Making the bridge- use different shapes, sizes, more able to name them • Draw around the 2D shapes- design their own building and then build a 3D model • Flags from different countries- what are they made of? What shapes? • Looking at the quantity- do we need the same for 3 or 10 children • Easter egg hunt with the shape e.g. circle, more able to add the colour e.g. blue circle • Appreciate different shapes, sizes, sorting them • Chinese New Year race- introduce positional language- ordinal numbers • Obstacle courses- Chinese New Year race • Make food for different festivals- cooking pancakes in the woods, e.g. stir fry • Finding the objects of different shapes- find in the garden something that is round. • Children make their own shapes for the garden • Look at the different flags-e.g. how many stars on Australian flag
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<p>40 – 60 months</p>	<ul style="list-style-type: none"> • Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes. • Selects a particular named shape. • Can describe their relative position such as '<i>behind</i>' or '<i>next to</i>'. • Orders two or three items by length or height. • Orders two items by weight or capacity. • Uses familiar objects and common shapes to create and recreate patterns and build models. • Uses everyday language related to time. • Beginning to use everyday language related to money. • Orders and sequences familiar events. • Measures short periods of time in simple ways. <p>Early Learning Goal Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.</p>	<ul style="list-style-type: none"> • Line themselves in the high order • Writing cards for Mothers day • LTN- count the steps, how many are there- count and estimate • Role play in the Chinese restaurant • Holidays travel- what countries have you visited ? • Children position themselves in the order of height- who is the shortest, tallest, behind, next to • CNY race- Positional language- Animal race- behind, first, last, next • Daffodils- changes in grow • Make predictions- which one is heavier? Leaves or a small stone? • Make an experiment- show to the children that the bigger does not mean heavier- e.g. show example with the feather in the container • Waitrose trip- use real money to pay for the items, weight the items. • Chinese restaurant, role play, florist shop, Greengrocers • Make cards for different festivals e.g. Mothers day, Valentines day
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